**Kruskal's CODE -**

# Kruskal's algorithm in Python

class Graph:

    def \_\_init\_\_(self, vertices):

        self.V = vertices

        self.graph = []

    def add\_edge(self, u, v, w):

        self.graph.append([u, v, w])

    # Search function

    def find(self, parent, i):

        if parent[i] == i:

            return i

        return self.find(parent, parent[i])

    def apply\_union(self, parent, rank, x, y):

        xroot = self.find(parent, x)

        yroot = self.find(parent, y)

        if rank[xroot] < rank[yroot]:

            parent[xroot] = yroot

        elif rank[xroot] > rank[yroot]:

            parent[yroot] = xroot

        else:

            parent[yroot] = xroot

            rank[xroot] += 1

    #  Applying Kruskal algorithm

    def kruskal\_algo(self):

        result = []

        i, e = 0, 0

        self.graph = sorted(self.graph, key=lambda item: item[2])

        parent = []

        rank = []

        for node in range(self.V):

            parent.append(node)

            rank.append(0)

        while e < self.V - 1:

            u, v, w = self.graph[i]

            i = i + 1

            x = self.find(parent, u)

            y = self.find(parent, v)

            if x != y:

                e = e + 1

                result.append([u, v, w])

                self.apply\_union(parent, rank, x, y)

        for u, v, weight in result:

            print("%d - %d: %d" % (u, v, weight))

g = Graph(6)

g.add\_edge(0, 1, 4)

g.add\_edge(0, 2, 4)

g.add\_edge(1, 2, 2)

g.add\_edge(1, 0, 4)

g.add\_edge(2, 0, 4)

g.add\_edge(2, 1, 2)

g.add\_edge(2, 3, 3)

g.add\_edge(2, 5, 2)

g.add\_edge(2, 4, 4)

g.add\_edge(3, 2, 3)

g.add\_edge(3, 4, 3)

g.add\_edge(4, 2, 4)

g.add\_edge(4, 3, 3)

g.add\_edge(5, 2, 2)

g.add\_edge(5, 4, 3)

g.kruskal\_algo()

**OUTPUT –**

